
CAPCOM

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CAPCOM

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CAPCOM HIRES EXECUTIVES FROM PANASONIC

SUNNYVALE, Calif. – February 20, 1997 – Capcom Co., Ltd. of Japan today announced the appointments of Mr. Tim Harada to president of Capcom USA and Mr. Bill Gardner to president of Capcom Entertainment. Both executives are veterans of Matsushita Electric Co. Ltd. (Panasonic). They will report to Mr. Kenzo Tsujimoto, president of Capcom Co., Ltd. in Japan.

Takeshi (Tim) Harada, 47, joins the company as president of Capcom USA, the holding company for Capcom Co., Ltd. He will be responsible for all aspects of management of the organization, including Capcom Entertainment, Capcom Coin-Op, and Capcom Digital Studios. Under his leadership he will oversee the rotation of personnel from Capcom Japan to Capcom USA to promote the transfer of research and development knowledge between the two divisions. He will also coordinate activities between Capcom USA and Capcom Japan to promote efficient international operations. He will have direct responsibility for the Capcom USA's finance, facilities, and human resource departments.

Before his appointment to President of Capcom USA, Tim Harada served as director of Capcom Japan's International Business Division. In that capacity, he was responsible for Capcom Japan's overseas operations in North America, Central and South America, Asia and Europe. Prior to joining Capcom, Mr. Harada was a 24-year veteran of Matsushita Electronic Industrial Co., Ltd. (MEI). In his most recent position as Manager of the Network Business Development Office, he was responsible for new business development in digital satellite and cable television business. He also directed and coordinated liaison activities between MEI and MCA (Music Corporation of America) mainly with regard to DVD standardization. Tim Harada holds a bachelor's degree in economics from Doshisha University in Kyoto, Japan. Mr. Harada replaces Mr. Ryuichi Hirata who returned to Capcom in Japan after serving two years as president of Capcom USA.

Bill Gardner, 48, joins the company as President of Capcom Entertainment, the U.S.-based consumer products arm of Capcom Co., Ltd. Gardner, a 14-year veteran of Panasonic Interactive Media, will chart the strategic direction of Capcom Entertainment and Capcom Digital Studios. He will oversee sales, marketing, licensing, operations and the distribution of Capcom game titles and original properties. He

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will work closely with Capcom Japan to continue the development of successful products for the 32-bit systems and will drive Capcom's entry to the 64-bit market. Under his leadership, Gardner will establish a presence for Capcom U.S. developed properties and determine market potential for the company supporting future video game technologies.

Gardner's immediate plans for Capcom are to establish relationships with third party publishers seeking distribution, create an affiliated labels program, implement a direct sales program for the on-line purchase of Capcom product and merchandise, while continuing to strengthen the sales and marketing departments.

Gardner's most recent position at Panasonic was that of vice president responsible for the foundation of the Panasonic Software Company and its entry into the interactive software business. Before he joined Panasonic, Gardner ran a consulting company and was employed by the Time Share Corporation. Mr. Gardner holds a bachelor's degree in computer science from the University of New Hampshire.

"I am very pleased to have Tim Harada and Bill Gardner join Capcom," said Kenzo Tsujimoto. "Their years of experience and the knowledge they bring to our company will be invaluable. As we move closer to the turn of the century, I feel it's vital to have veteran leaders heading up our U.S. office who have success in evaluating the market and who can strategically position Capcom to react with the industry. I am looking forward to a very long and successful relationship with them."

Capcom Entertainment, Inc., a wholly owned subsidiary of Capcom Co., Ltd. of Japan, is a leading force in the multi-billion dollar interactive entertainment industry. Capcom develops, markets, and distributes both coin-operated games and home video games for the Sony PlayStation, Sega Saturn and Super Nintendo Entertainment System. Capcom's U.S. headquarters are based in Sunnyvale, California.

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CAPCOM APPOINTS LINDSEY AND SILLER TO EXECUTIVE STAFF

SUNNYVALE, Calif. – June 4, 1997 – Capcom Entertainment, a wholly owned subsidiary of Capcom Co. Ltd., today announced the appointments of Robert Lindsey to senior vice president of sales and marketing for Capcom Entertainment and David Siller to director of research and development for Capcom Digital Studios. The appointments are part of Capcom's strategic plan to grow operations in North America, and creatively produce products independently of their parent company in Japan. Both Lindsey and Siller will report directly to Bill Gardner, president of Capcom Entertainment.

A videogame veteran with more than 13 years' industry experience, Robert Lindsey, 45, has participated in some of the benchmark product launches of the past. As Senior Vice President, Marketing and General Manager, Studio 3DO, he successfully launched Meridian 59, the number one graphic based Internet game on the market. He also oversaw all entertainment software development for the company including 64-bit and M2/3DO. At Sega of America, he was Group Director of Marketing where he was responsible for the SegaSaturn, Game Gear, and SegaSports. Other positions he has previously held include, Vice President, Sales and Marketing for Strategic Simulations, Inc.; Director of Business Development at Epyx; and Director, Atarisoft for Warner Communications, Atari, Inc.

In the newly created position of Senior Vice President of Sales and Marketing for Capcom Entertainment, Lindsey will be responsible for all strategic and operational sales and marketing including brand and product management, publicity, customer service and licensing. Under his leadership he will develop an affiliate label program and expand the company's internet business.

David Siller, 44, joins Capcom Digital Studios as Director of Research and Development with a resume that spans nearly 20 years and generating more than $410 million in game sales. He joins Capcom from Universal Interactive Studios whereas Senior Producer he co-designed and co-created *Crash Bandicoot,* one of last year's mega-hit products for the Sony PlayStation. At SunSoft as Director of Product Development, Siller planned, co-designed and executive produced more than 30 products including the hit game *Aero the Acro-Bat* and the coin-op game *Punky Doodle*. He has produced all of the *Looney Tunes* titles that were available on Nintendo consoles systems including *Death Valley Rally* starring the *Road*

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Runner and *Wile E. Coyote, Tazmania* and *Looney Tunes B*Ball* to name a few. He also designed and produced titles utilizing licensed properties from DC Comics like *The Death of Return of Superman* and *Return of the Joker* and *Justice League*; the Disney property *Beauty and the Beast* and the Hanna Barbera property *Scooby Doo*. In addition to creating consumer titles, Siller was co-owner of a hardware start-up that created coin-op titles like *AmeriDarts* and also started the virtual pool craze with his *Cool Pool* design for Catalina Games. While at Tecmo, he designed and produced the coin-op game *Rygar* as well as other titles.

Siller's talented career has spread into nearly every facet of the interactive entertainment industry. He was the original writer for GamePro magazine, he wrote for Electronic Gaming Monthly magazine and was instrumental in developing the "Review Crew" and several of their contributor identities. He contributed to the creation of GameFan magazine and held positions in sales and marketing for video game companies.

Under his leadership, Siller will build Capcom Digital Studios with industry talent and create his kind of games, those that excite the senses and challenge the mind. He is known and respected for his ability to motivate creative personnel to the highest level of productivity and for creating well-documented designs for both coin-op and consumer games. He is currently developing a console game with hopes of releasing it in 1998.

"We are very excited to have attracted Bob Lindsey and David Siller to join Capcom," said Bill Gardner. "Capcom has always been in the top ranking of video game companies and what we have on the horizon is a number of hit products including *Resident Evil Director's Cut, Marvel Super Heroes, Super Street Fighter 2 Collection* and *Resident Evil 2*. Bob will ensure these products receive their maximum sales and marketing potential while David continues to create products that raise the standard for our industry. The reputation these two gentlemen have in the industry is second to none. With their help, I have no doubt Capcom will achieve our goal to be one of the top third party companies in the industry," concluded Gardner.

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CAPCOM REACHES ITS GAMING AUDIENCE WITH THE LAUNCH OF CAPCOM NATION™

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced the launch of **CapcomNation**, a 4-color comic book size fan magazine created for the company's dedicated gaming audience. Premiering in August, **CapcomNation**™ will serve as a vehicle to promote Capcom's upcoming line-up of video games and popular arcade titles, as well as include extensive coverage on all of Capcom's licensed properties, such as action figures, toys, Capcom merchandise, anime and film & television projects.

CapcomNation is the first video game fan magazine published directly by a third-party software publisher. The premier issue of **CapcomNation** will be poly-bagged and sold with Game Fan, a popular video game magazine. Unique to this issue will be a 6-page *Street Fighter III* comic illustrated by well-known comic artist, Mike Weiringo. Designed for the Capcom consumer, topics covered in **CapcomNation** include answers to frequently asked questions, and reader feedback where gamers can voice their ideas. Items for purchase in the Collector's Catalog section include limited edition Capcom merchandise such as t-shirts, toys, action figures, anime home videos and products only sold in Japan. **CapcomNation** will be distributed quarterly.

"**CapcomNation** will serve as a direct link to our consumer fan base," says Robert Lindsey, senior vice president of sales and marketing for Capcom Entertainment. "It will serve as a highly visible forum for fans to communicate directly with us. This is an ideal medium to showcase Capcom's broad scope of products that extends way beyond the home gaming console market."

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Marvel Entertainment Group, Inc.
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THE WORLD'S GREATEST SUPER HEROES COME HOME IN *MARVEL SUPER HEROES™*

E3, ATLANTA – June 19, 1997 – Capcom Entertainment, Inc. and Marvel Entertainment Group, Inc. today announced that the home version of the phenomenally successful arcade game, **Marvel Super Heroes™**, featuring *Spider-Man*, *Wolverine*, *Captain America*, *the Incredible Hulk* and others, is scheduled for release this September for the Sony PlayStation and Sega Saturn. This one-or-two player fighting game pits the world's favorite Marvel characters against forces of evil for the ultimate control of the *Infinity Gauntlet*, a powerful weapon that holds near infinite power. **Marvel Super Heroes** will sell at a suggested retail price of $49.99.

"The release of **Marvel Super Heroes**, the consumer version of the arcade game, further enhances a successful and popular product line." states Scott Marden, President and CEO of Marvel Enterprises. "We anticipate that Marvel fans, who have been anxiously awaiting the home version of this immensely popular **Marvel Super Heroes** arcade game will be pleased."

"Capcom has successfully proven over and over again, that it can perfectly translate arcade titles to the 32-bit platforms. The arcade version of **Marvel Super Heroes** was the #1 arcade title worldwide for months and we expect nothing less from the home versions," says Robert Lindsey, senior vice president of sales and marketing for Capcom Entertainment. "The most unique feature of **Marvel Super Heroes** is that players can compete as their favorite Marvel super hero and create their own head-to-head match ups. For example, *Spider-Man* fans can match wits and brute strength against *Incredible Hulk* fans or they can battle against any of the nefarious Marvel Super-Villains."

In **Marvel Super Heroes,** players control ten of Marvel's mightiest Super Heroes and Super-Villains. The heroes - *Spider-Man, Iron Man, the Incredible Hulk, Psylocke, Captain America, Wolverine* - and villains - *Magneto, Shuma-Gorath, Juggernaut, Blackheart* - battle through savage rounds of competition facing off with the mighty *Dr. Doom* and ultimately to square off against the mad god *Thanos*. The winner gains control of the coveted *Infinity Gauntlet*, the ultimate weapon powered by the six *Infinity Gems,* giving it universal, reality bending powers.

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Each character has a wide range of unique moves and throws, including *Spider-Man's* Web-Swing or *Captain America's* Shield Throw. Along with the regular moves, players can build up energy in the three-stage special *Infinity Meter*, which opens up a host of new options. These include special *Infinity Attacks* which inflict massive damage, or *Infinity Counters*, which allows the player to counter-attack against on-coming offensives. In addition, players can collect and activate the six *Infinity Gems* to restore life, increase strength, renew energy, and boost speed.

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Marvel Entertainment Group (NYSE: MRV) is a world leader in the production and licensing of Super Hero-themed entertainment, spanning a wide array of media including comic books, television, film, theme parks and restaurants. Building upon its foundation as the No. 1 comic book company, other operations of Marvel include Marvel Studios, a live-action and animated film and television production company; Panini, the world leader in youth-oriented activity books and sticker products tied to sports and entertainment; Toy Biz, one of the nation's fastest growing toy companies; and Marvel Interactive, creators of digital software, CD-ROMS, and online service product. Marvel is available on America Online at keyword: Marvel and can be accessed on the internet at www.marvelonline.com.

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CAPCOM'S MASTERPIECE OF HORROR RETURNS IN *RESIDENT EVIL DIRECTOR'S CUT™*

Uncut, Enhanced and Loaded With New Features,
Director's Cut Includes Resident Evil 2 Interactive Demo

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today unveils **Resident Evil Director's Cut™**, an uncut and enhanced version of its horror masterpiece, *Resident Evil*. As an added bonus, **Director's Cut** will also include an exclusive, interactive demo of ***Resident Evil 2***, one of the most anticipated games this year. True to its title, **Director's Cut** features elements and scenes not in the original multi-million unit selling blockbuster. This includes graphic cinematic opening sequences and cut scenes never before released in the U.S. Other new levels of terror exclusive to the **Director's Cut** include more enemies in different locations, alternate character graphics, haunting new camera angles and music, and rearranged items and puzzles. Players will also discover a new monster when a dead colleague comes back to life. **Resident Evil Director's Cut** is a two disc set and is appropriately rated "M" for mature audiences. A PlayStation exclusive, it is slated to release in September at a suggested retail price of $39.99.

"Sony PlayStation owners are receiving an excellent value with **Resident Evil Director's Cut**," says Robert Lindsey, vice president of sales and marketing for Capcom Entertainment. "Not only are they going to see and play an uncensored version of the horror classic, they are also getting a sneak peak at its successor, *Resident Evil 2*, easily the most anticipated game of '98. All of this combined with a very attractive suggested retail price of $39 makes the **Director's Cut** a must-buy for PlayStation owners."

Resident Evil Director's Cut features three levels of difficulty to provide any player a challenge. As in the original version, in **Resident Evil Director's Cut** you control either Chris Redfield, the slacker pilot and sharpshooter; or Jill Valentine, the tough demolition's expert, of S.T.A.R.S. (Special Tactics And Rescue Squad), sent in to investigate your fellow teammates' helicopter crash. Once at the crash site, however, you're quickly chased into a nearby foreboding mansion by a pack of monstrous creatures. Using wits and weapons, you must battle the likes of acid-spitting zombies, giant spiders, horrid frog-like creatures, mutant dogs and a host of other tricks and traps guaranteed to make you sweat and beg for more.

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RESIDENT EVIL™ TO MAKE ITS WAY TO THE BIG SCREEN

Top-selling video game is the latest to be adapted by Hollywood

E3, ATLANTA – June 19, 1997 – Capcom has announced that it has licensed the rights to its smash-hit video game, **Resident Evil**™, for development into a feature film. Bernd Eichinger and Constantin Films of Germany has acquired the rights to **Resident Evil** making it the latest in the growing number of video games-turned feature film projects being snatched up by Hollywood.

Screenwriter Alan McElroy has completed the screenplay closely following the storyline of the game. McElroy wrote the screenplay for *Spawn*, an upcoming feature film based on the popular comic book character. Capcom plans to release details on casting as well as the director of the film in the near future. In addition to **Resident Evil**, Constantin Films currently has two other films in production: *The Silver Surfer* and *The Fantastic Four*, based on the popular comic book characters.

Resident Evil is a horror-based action game for the Sony PlayStation that successfully captures all of the intensity, action and drama that horror directors like John Carpenter and Alfred Hitchcock have achieved in the medium of film. It offers suspense, drama, and intrigue that few video games can match. Upon release, **Resident Evil** moved into the number one spot, outselling any other PlayStation title for six consecutive months. It has spurred **Resident Evil**-like products creating a whole new genre in the world of interactive entertainment.

"**Resident Evil** lends itself extremely well to the medium of the feature film. It's only natural that it would generate a lot of interest from the film industry," says Bob Lindsey, senior vice president of sales and marketing for Capcom Entertainment. "So far, the game has sold more than 2.5 million units worldwide and has garnered a huge following. That combined with the highly anticipated release of its sequel, **Resident Evil 2**, we're confident that the film will be a huge success."

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THE TERROR OF *RESIDENT EVIL* ™ IS SCREAMING ITS WAY ONTO THE SEGA SATURN

Capcom's top selling "gore fest" to make the leap from Sony PlayStation to Sega Saturn in '97

E3, ATLANTA – June 19, 1997 – Capcom Entertainment has announced that it will release its best-selling video game **Resident Evil™** for the Sega Saturn™ in the 3rd Quarter of 1997. The game that created an entirely new genre originally released last year for the Sony PlayStation held the number one spot for six consecutive months. To date Capcom has shipped more than 2.5 million units worldwide and although no longer in production, it continues to sell. The availability of **Resident Evil** for Sega Saturn comes as great news to Sega owners who have lobbied Capcom steadily for this release for the past year. Capcom will sell **Resident Evil** at a suggested retail price of $49.99.

Not only will the Sega Saturn version of **Resident Evil** have all of the macabre elements of the original version, it will also include enhancements only available on the Sega Saturn. **Resident Evil**'s design team has added a new monster, a weapon and other hidden surprises. Also exclusive to the Sega Saturn version is the *Arena Battle/Survival Mode* where players must use their skill to battle a continuous onslaught of zombies and monsters that approach with relentless speed.

"Capcom is excited about bringing **Resident Evil** to the Sega Saturn," said Robert Lindsey, senior vice president of sales and marketing. "The demand from Saturn owners has been overwhelming. We feel they will be pleased with the results and expect Resident Evil to be the number one selling Saturn title this Christmas."

"Sega's first priority is delivering quality titles for the Sega Saturn users," said Bernard Stolar, COO, Sega of America. "I believe our customers will be very impressed with the enhancements Capcom has made to the Sega Saturn version of this hit title."

For those that do not know, **Resident Evil** is a third-person perspective, horror action adventure game with elements of role-playing and puzzle solving, and lots of the strange and macabre. It is the first video game to truly capture the kind of action, suspense and drama that directors like John Carpenter, Alfred Hitchcock, and Sam Raimi have been able to achieve on film. The 3D environment has been pre-rendered

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with gorgeous texture maps and unbelievable shadows and light sourcing. Players control a polygon character, who is seen through shifting *noir*-style, third-person perspective camera views that change as the

character moves. Players are forced to think carefully, as the game relies on very little screen text, forcing the player to really examine the surroundings. **Resident Evil** also features full-motion video introduction and ending sequences, as well as incredible computer-animated cut scenes.

In **Resident Evil** you control either Chris Redfield, the slacker pilot and sharpshooter; or Jill Valentine, the tough demolition's expert, of S.T.A.R.S. (Special Tactics And Rescue Squad), sent in to investigate your fellow teammates' helicopter crash. Once at the crash site, however, you're quickly chased into a nearby foreboding mansion by a pack of monstrous creatures. Inside, you become separated from your squad, and are forced to solve the mysteries on your own as you search for your missing compatriots. Besides your quick wit, there are items to be found along the way, including bazookas, shotguns, flame-throwers, pistols, knives, medicine, batteries, keys and maps. You're going to need them because this house is filled with acid-spitting zombies, giant spiders, horrid frog-like creatures, mutant dogs and a host of other tricks and traps guaranteed to make you sweat and beg for more.

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CAPCOM TO RELEASE *SUPER STREET FIGHTER II COLLECTION™* FOR SONY PLAYSTATION AND SEGA SATURN

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced that they will release **Super Street Fighter II Collection™**, a new 3-in-1 compilation of it's mega-selling, Super Street Fighter II series for the Sony PlayStation and Sega Saturn. The **Super Street Fighter II Collection** will contain three classic games from Capcom's flagship fighting series: ***Super Street Fighter II***, ***Super Street Fighter II Turbo*** and ***Street Fighter Alpha 2 Gold***, an enhanced version of *Street Fighter Alpha 2* seen here for the first time in the U.S. Selling at a lower price point and packaged as a two-CD set, **Super Street Fighter II Collection** will offer these nostalgic fighting classics for the first time ever on the next generation gaming systems. **Super Street Fighter II Collection** is slated for release in September at a suggested retail price of $39.99.

"For the first time ever, Capcom will release these three arcade fighting classics in one package. This is a tremendous value for our consumers," says Todd Thorson, product marketing manager for Capcom Entertainment. "The **Super Street Fighter II Collection** definitely has a "nostalgic" appeal, for now the majority of gamers who once flocked to the arcades can have exact translations on their next generation home gaming systems."

Super Street Fighter II Collection chronicles the best and the most innovative advancements in the best selling fighting game series of all time. ***Super Street Fighter II***, originally released in 1993 for the Arcade, SNES and Sega Genesis, set a precedent by introducing four new characters to the Street Fighter series: *Dee Jay*, *Feilong*, *T. Hawk* and of course, *Cammy*. ***Super Street Fighter II Turbo***, originally released in 1994 for the arcade and the 3DO, introduced the Super Combo system of fighting moves, which set the high standard in all future fighting games. It was also the first time that the popular, yet mysterious character *Akuma* was introduced to the series. ***Street Fighter Alpha 2 Gold*** is an upgrade to *Street Fighter Alpha 2* and features alternate versions of select characters, new animation, with new moves and modes of play.

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CAPCOM'S BLOCKBUSTER FRANCHISE MEGA MAN COMES TO THE '90'S IN *MEGA MAN X4™*

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced that the '90's version of their blockbuster franchise, Mega Man, will advance his way onto the Sega Saturn in **Mega Man X4™**. In a bold new statement in the Mega Man series, **Mega Man X4** features new advancements in graphics, animation and fun on the 32-bit system. It is also the first game where players can choose to play either *Mega Man X* or *Zero* and complete the game with independent storylines. A one player game, **Mega Man X4** is slated for release in the 3rd Quarter of 1997 at a suggested retail price of $49.99.

In **Mega Man X4**, our heroes battle a myriad of police reploids through eight new brilliantly colorful X-Hunter levels. Each level is filled with intricate passages, hidden and hard to reach items and all are guarded by eight ominously new X-Hunter bosses. Players acquire powerful weapons, vehicles and power-ups supplied in hidden capsules by the good Dr. Light. These can then be mixed and matched for the correct power effect.

In this continuing saga, years have passed and we find that Mega Man is now an older, wiser teenage version of the "Blue Bomber" faced with even more intense challenges. At the end of Mega Man X3, the world believed that the virus-infested super robot Sigma had been destroyed. But was he? Only in **Mega Man X4,** the most entertaining and challenging installment of the Mega Man X series to date, will you discover the truth.

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BEWARE MEAGER MORTALS, CAPCOM'S *DARKSTALKERS 3: VAMPIRE SAVIOR* ™ SCREAMS ITS WAY ONTO 32-BIT

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced that they will release **DarkStalkers 3: Vampire Savior**™ for the Sony PlayStation and Sega Saturn. **Vampire Savior** marks the third installment in the best-selling DarkStalkers/Night Warriors series of fighting games. This sequel shows the return of the popular demon characters and introduces four stunning, new characters. The game will be another perfect example of Capcom's flawless arcade translation to the home systems. **Vampire Savior** is a two player game and is planned for a 1998 release. The arcade game is scheduled to release this summer.

Vampire Savior features 15 selectable characters. The return of eleven popular *DarkStalkers* characters, and four completely new ones, including *Jedah*, the Messiah of Darkness who's dark minions want you for the underworld; *Q-Bee*, a Queen bee-like creature who calls out for others to assist her; *Lilith*, Morrigan's sister who has some shocking new moves; and *B.B. Hood*, a "Little Red Riding Hood-like" little girl who packs an Uzi. **Vampire Savior** offers signature Capcom gameplay and unsurpassed character control. A new custom-combo *Dark Force* move kicks the fight to a new dimension and opens new possibilities by stringing together special moves, multi-hit combos and other devastating secrets.

In this latest gathering of fire and darkness, we find that the Dark Realm has lost its monarch and has been thrown into chaos. Now, one lone soul by the name of Jedah has been resurrected from the bottom of oblivion, only to create a closed battle stage, known as the "Damned Dimension." Summoning all worthy spirits, Jedah declares, "All living and dead souls shall merge with me! That is your only hope for ultimate salvation!" Now, the DarkStalkers' battle for the night is held once again, but this time it is for their own survival.

Capcom Entertainment, Inc., a wholly-owned subsidiary of Capcom Co., Ltd. of Japan, is a leading force in the multi-billion dollar interactive entertainment industry. Capcom develops, markets and distributes both coin-operated games and home video games for the Sony PlayStation, Sega Saturn and Super Nintendo Entertainment System. Capcom's U.S. headquarters are based in Sunnyvale, California.

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CAPCOM

CAPCOM'S SCHEDULE OF EVENTS – E3 '97

Special events at Capcom's booth include…

Capcom Arcade Tournaments (Open Invitation…)

Street Fighter EX Tournament – Thursday, June 19, 1997 – 11:00AM

Marvel Super Heroes Tournament – Thursday, June 19, 1997 – 2:00PM

Street Fighter EX Tournament – Saturday, June 19, 1997 – 11:00AM

Capcom's 1997 Street Fighter III National Press Tournament

Street Fighter III Press Brawl – Friday, June 20, 1997 – High Noon
See your favorite magazine editors compete for the 2nd annual Capcom Fighter Crown.

Zombie Sightings

Beware! Resident Evil is all around you and there have been Zombie sightings in and around the Capcom booth. Bring your camera crews…but beware…you never know when you'll come face-to-face with a flesh-eating Zombie.

Capcom's Media Lounge

The luxurious *Capcom Media Lounge* is located in the lively environs of **www.capcom.com**. This password protected, "media-only" area is THE place to receive up-to-the-minute information on Capcom's HOT product line-up, screen shots, artwork and more. Stop by http://capcom.media.com and check it out. Come in, kick back and have a "cyber-martini" with Melinda and Sean.

Where: Electronic Entertainment Expo '97
Georgia World Congress Center, Atlanta
June 19 - 21, 1997
CAPCOM Booth – West Hall #945

Contacts: Melinda Mongelluzzo or Sean Mylett at (408) 774-0500
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CAPCOM'S FIRST 3D STREET FIGHTER, *STREET FIGHTER EX PLUS™*

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced that its number one fighting game franchise, *Street Fighter,* is going 3D in the latest installment in the series, **Street Fighter EX Plus™**. Heralded as the king of 2D fighters, this marks the first time in Capcom's successful history that the multi-million unit selling *Street Fighter* series makes the jump into the world of 3D fighting games. **Street Fighter EX Plus** promises to deliver Capcom's signature gameplay and incredible control that millions of fans worldwide have loved for years. In addition, **Street Fighter EX Plus** boasts the return of favorite Street Fighter II characters like *Chun Li*, *Ryu* and *Ken*, appearing for the first time in 3D. They are joined by an eclectic new cast of Capcom characters, each with a unique link to previous Street Fighter games. **Street Fighter EX Plus** will be available exclusively for the Sony PlayStation and is slated for release in the 4rd Quarter of 1997 at a suggested retail price of $49.99.

"**Street Fighter EX Plus** marks a big milestone in the history of Capcom and the Street Fighter series," says Robert Lindsey, senior vice president of sales and marketing for Capcom Entertainment. "For years the Street Fighter series has been heralded as the king of fighters and provided the world with great characters and signature gameplay and control. Now, we're taking everything that's made the series everlasting and incorporating it into the world of 3D fighters. This is what Street Fighter fans have been waiting for and Capcom is pleased to deliver."

Based on the arcade hit, *Street Fighter EX*, **Street Fighter EX Plus** explodes in 3D with classic, special moves, advanced characters, all new super-combos and multi-hit barrages that have made Street Fighter famous. The cast of 18 characters includes the return of favorite Street Fighter characters, *Guile*, *Zangief*, *M. Bison* and *Akuma*. It also introduces all-new characters like *Skullomania*, *Pullum Purna*, *Hokotu*, *Garuda* and *Cracker Jack*. **Street Fighter EX Plus** boasts three new hidden characters and bosses from the arcade release.

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CAPCOM'S BLUE SUPER HERO, MEGA MAN, BLASTS INTO A WHOLE NEW DIMENSION IN *MEGA MAN NEO*™ FOR THE SONY PLAYSTATION

E3, ATLANTA – June 19, 1997 – Capcom Entertainment today announced that *Mega Man*, Capcom's blue super hero and one of their most successful franchises, is blasting his way into the 3D realm in **Mega Man Neo**™. A mainstay in the video game industry for more than ten years, the Mega Man series sold millions of units and attracted even more fans worldwide. This all new 3D Mega Man stars in his most unique game yet with challenging shoot-em-up action, tons of secret items, clever puzzles and huge bosses. Complimenting this one player game is a compelling storyline, role-playing elements, devastating weapons, and beautifully rendered, state-of-the-art graphics set in a 3D environment. A PlayStation exclusive, **Mega Man Neo** is scheduled to release in the 4th Quarter of 1997 at a suggested retail price of $49.00.

"The release of **Mega Man Neo** marks another milestone in Capcom's successful history," says Robert Lindsey, senior vice president of sales and marketing for Capcom Entertainment. "For more than ten years now, Mega Man has been at the forefront of the video game industry inasmuch that players everywhere have literally grown up on Mega Man games. **Mega Man Neo** is a breakthrough game in the series and will propel Capcom and Mega Man into the next generation of gaming."

In **Mega Man Neo**, our 3D hero is on a quest to save the famous Hidden Legacy treasure. To do this, players must master all the weapons in his extensive arsenal and wage supreme battle with treacherous enemies and unbelievable 3D bosses. Players explore immense, texture-mapped environments, searching for clues, secret passageways, power-ups weapons and other surprises. Real-time motion capture technology creates fluid animation and motion that builds realism, adding to the depth of gameplay. An adjustable 3D camera captures multiple viewpoints of the action. **Mega Man Neo** presents classic *Mega Man* gameplay combined with next generation technology and a whole new chapter in Capcom's *Mega Man* series.

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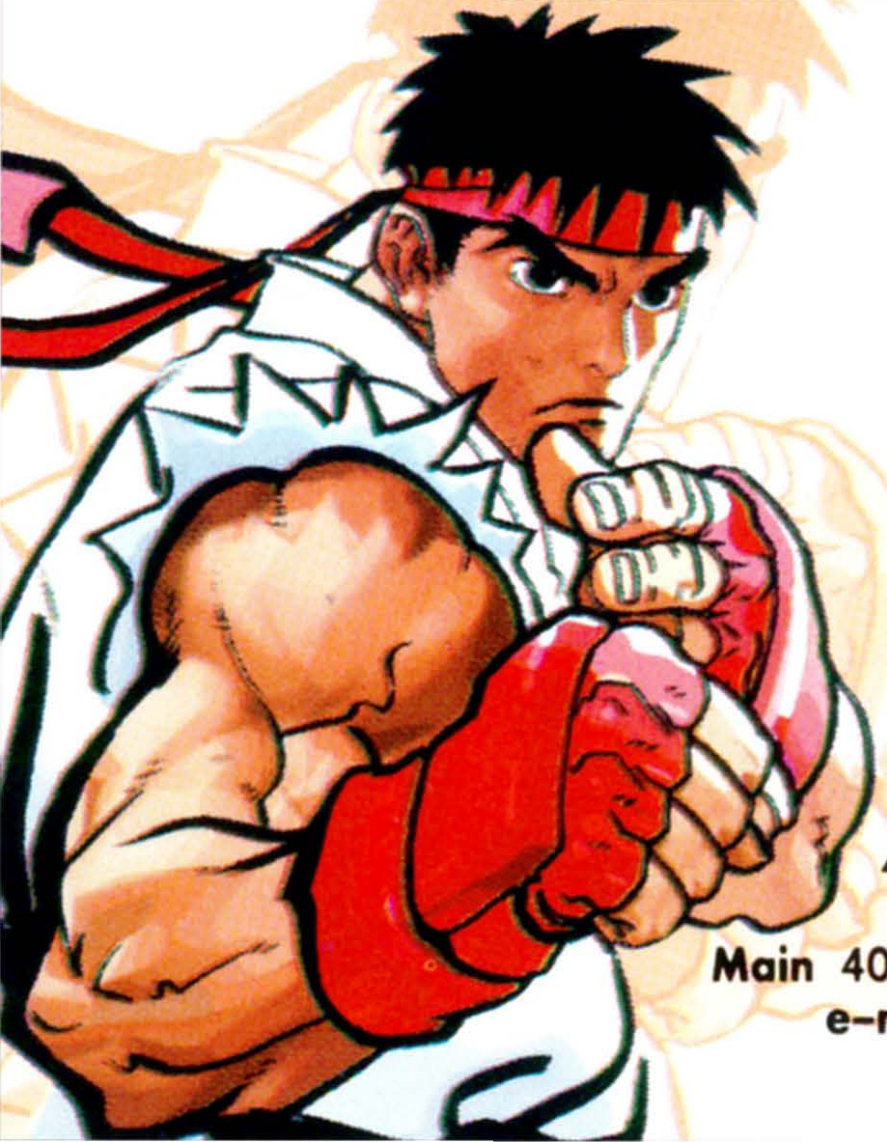


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